

playback of the real-time files, wherein at least the following real-time file attributes are provided:

- a) a guaranteed minimum transfer rate during the real-time file transfer,
- b) a maximum transfer rate during the real-time file transfer,
- c) a buffer store size used during the real-time file transfer,

and that rules for recording the real-time files are derived from the real-time file attributes in order to ensure that the real-time properties of the real-time files are preserved during the recording process.

2. Method according to Claim 1, wherein for a fragmented recording of the real-time files the sizes of the file fragments and the distances between the file fragments are chosen in such a way that the real-time file transfer can be performed with the guaranteed minimum transfer rate during the entire real-time file transfer without any underflow of the buffer store.

3. Method according to Claim 1, wherein a version number is provided as a further real-time file attribute.

4. Method according to Claim 1, wherein the real-time file attributes are combined in a data block and such a data block is assigned to a real-time file.

5. Method according to Claim 4, wherein the data block is stored in UDF as Extended Attribute in a File Entry or in a System Stream assigned to the real-time file.

6. Method according to Claim 4, wherein the real-time file is assigned a fixed area in the useful data area for the real-time file attributes.

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